

Name: Crimson Jack's battlecruiser

Model: Star Destroyer

Modified by: Crimson Jack

Scale: Capital

Length: 750 Meters

Skill: Capital Ship Piloting: Star Cruiser

Crew: 3950; skeleton 220/+15

Passengers/Troops: 1,500

Crew Skill: Capital Ship Piloting 5D+1, Capital Ship Gunnery

4D+2, Capital Ship Shields 4D+1

Consumables: 4 Years

Cargo Capacity: 4,000 Tons

Hyperdrive Multiplier: X2

Hyperdrive Backup: X16

Nav Computer: Yes

Space: 5

Maneuverability: 2D

Hull: 4D

Shields: 3D

Sensors:

Passive: 50/1D

Scan: 100/3D

Search: 200/4D

Focus: 4/4D+2



Fighters: 12 (mixture of scavenged fighters from Battle of Scariff, X-Wings, Y-Wings, Tie Fighters, Tie Bombers, etc)

Transports: 3

Weapons:

15 Quad Laser Cannons

Scale: StarFighter

Fire Arc: 6 Front/Left, 6 Front/Right, 3 Back

Fire Control: 2D

Space: 1-5/15/25

Atmosphere Range: 100-500/1.5/2.5km

Damage: 5D

25 TurboLaser Batteries

Scale: Capital

Fire Arc: 11 Front/Left, 11 Front/Right, 3 Back

Fire Control: 3D

Space: 3-15/36/75

Atmosphere Range: 6-30/36/150km

Damage: 3D

4 Ion Cannons

Scale: Capital

Fire Arc: 1 Front, 1 Front/Left, 1 Front/Right, 1 Back

Fire Control: 2D+1

Space: 1-10/25/50

Atmosphere Range: 2-20/50/100km

Damage: 4D

1 Tractor Beam Projector

Scale: Starfighter

Fire Arc: Turret

Fire Control: 4D

Space: 1-5/15/30

Atmosphere Range: 2-10/30/60km

Damage: 5D

Game Notes: An older Star Destroyer design, possibly a one off variant, crippled during the Battle of Scariff and taken over by Crimson Jack. Refitted with help from his Hutt Allies, the vessel would have required many thousands of crew to operate normally, but Jack operated the vessel on a Skeleton Crew, moving crew between Fighter operations, flight and weapons as required. Using the vessel mainly as a mobile carrier for his fighters.

In game terms, this means that the vessel will never be able to operate all of it's systems at the same time, if it is launching fighters, then it won't be able to move on full speed, only limping along, and will only be able to fire 1 or 2 of it's weapons, one of which Jack usually makes sure is the Tractor Beam. It can fire all weapons, again at the expense of it's Speed, and fighters, or it can move freely, at expense of weapons and fighters.

Description: This former Imperial battlecruiser was in operation as a pirate vessel during the early years of the Galactic Civil War.

The ship was driven by four main engines and a possible fifth, though this center engine appeared to be covered by armor at times, and might have functioned only as an auxiliary engine for emergencies. The hull was sleeker and more rounded than the Imperial-class Star Destroyers, and the main body was much more flat, with a protruding bulb towards the dorsal front of the ship.

The ship was damaged during a battle with the Rebel Alliance, and left adrift. After the battle, it was discovered by the space pirate Crimson Jack and his gang, who proceeded to kill the remaining crew members and use the vessel as their own base of operations. They repaired and modified the ship with backing from Jabba the Hutt.

They captured the Millennium Falcon with a tractor beam, and were lured to the planet Drexel where Han

Solo claimed a secret Rebel treasury would be found. This venture turned out to be a trap and a failure for Crimson Jack, as his ship was permanently damaged when his second-in-command, Jolli, betrayed him and rammed the ship's command tower with her Y-wing starfighter.

The hulk was left to drift in orbit of Drexel, where it was found by Jabba's agents some time later. They recovered data from the ship's computer that revealed Solo's involvement in its destruction. Jabba furiously reposted the bounty on Solo that had been revoked some time earlier.

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